

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1. (canceled).

2. (previously presented): A game device comprising:

basic string storage means for storing a plurality of basic strings;

substitute string storage means for storing a substitute string corresponding to each of at least one of the plurality of basic strings stored in the basic string storage means;

speech recognition data storage means which,

when the substitute string corresponding to each of the at least one of the plurality of basic strings has not been stored in the substitute string storage means, stores speech recognition data corresponding to the basic string,

and when the substitute string corresponding to each of the at least one of the plurality of basic strings has been stored in the substitute string storage means, stores speech recognition data corresponding to the substitute string;

priority input device information acquisition means for acquiring priority input device information;

input criteria display means which,

when the priority input device information acquired by the priority input device information acquisition means indicates that a character input device is selected, displays, as input criteria, the basic strings stored in the basic string storage means,

and when the priority input device information acquired by the priority input device information acquisition means indicates that a speech input device is selected, in regard to the basic strings to which the substitute string has not been stored in a corresponding manner in the substitute string storage means of the plurality of basic strings stored in the basic string storage means, displays the basic strings as input criteria, and in regard to the basic strings to which the substitute string has been stored in a corresponding manner in the substitute string storage means of the plurality of basic strings stored in the basic string storage means, displays the substitute strings as input criteria;

determination means which,

when the priority input device information acquired by the priority input device information acquisition means indicates that the character input device is selected, determines whether or not the input thereof corresponds to the input criteria displayed by the input criteria display means,

and when the priority input device information acquired by the priority input device information acquisition means indicates that the speech input device is selected, determines whether or not the input thereof corresponds to the speech recognition data correlated with the input criteria displayed by the input criteria display means; and

control means for controlling the game on a basis of the result of determination by the determination means, wherein

the basic strings and the substitute strings are different.

3. (previously presented): The game device of claim 2, wherein

the input criteria display means displays, as the input criteria, the basic strings or the substitute strings in a font size according to the priority input device information acquired by the priority input device information acquisition means.

4. (original): The game device of claim 2 or 3, wherein

the control means comprises means for controlling the probability of predetermined game events on the basis of the priority input device information acquired by the priority input device information acquisition means.

5. (currently amended): A control method for a game device comprising:

storing a plurality of basic strings in a basic string storage unit;

storing a substitute string, corresponding to each of at least one of the plurality of basic strings stored in the basic strings storage unit, in substitute string storage unit;

when the substitute string corresponding to each of the at least one of the plurality of basic strings has not been stored in the substitute string storage unit, storing speech recognition data corresponding to the basic string in the speech recognition data storage unit,

and when the substitute string corresponding to each of the at least one of the plurality of basic strings has been stored in the substitute string storage unit, storing speech recognition data corresponding to the substitute string in the speech recognition data storage unit;

acquiring priority input device information by a priority input device information acquisition unit;

displaying, on display unit, input criteria, wherein when the priority input device information acquired by the priority input device information acquisition unit indicates that a character input device is selected, the basic strings stored in the basic string storage unit is displayed as the input criteria and when the priority input device information acquired by the priority input device information acquisition unit indicates that a speech input device is selected, in regard to the basic strings to which the substitute string has not been stored in a corresponding manner in the substitute string storage unit of the plurality of basic strings stored in the basic string storage unit, ~~displays~~ displaying the basic strings as input criteria, and in regard to the basic strings to which the substitute string has been stored in a corresponding manner in the substitute string storage unit of the plurality of basic strings stored in the basic string storage unit, ~~displays~~ displaying the substitute strings as input criteria;

determining whether or not user input through the character input device corresponds to the input criteria displayed on the display unit and controlling a game on a basis of the determination result; and

determining whether or not user input through the speech input device corresponds to speech recognition data corresponding to the input criteria displayed on the display unit, and controlling the game on a basis of the determination result, wherein

~~the character input criteria and the speech input criteria are different and~~
the basic strings and the substitute strings are different.

6. (currently amended): A program distribution device comprising an information storage medium in which is recorded the program for having a computer function as a game device, wherein the program distribution device reads the program from the information storage medium, and distributes the program, the program comprising instruction for causing a computer to:

store a plurality of basic strings basic string storage unit;

store a substitute string corresponding to each of at least one of the plurality of basic strings stored in the basic string storage unit in the substitute string storage unit;

when the substitute string corresponding to each of the at least one of the plurality of basic strings has not been stored in the substitute string storage unit, store speech recognition data corresponding to the basic string in the speech recognition data storage unit,

and when the substitute string corresponding to each of the at least one of the plurality of basic strings has been stored in the substitute string storage unit, stores speech recognition data corresponding to the substitute string in the speech recognition data storage unit;

acquire priority input device information by priority input device information acquisition unit;

display, on display unit, input criteria, wherein when the priority input device information acquired by the priority input device information acquisition unit indicates that a character input device is selected, the basic strings stored in the basic string storage unit is displayed as the input criteria and when the priority input device information acquired by the priority input device information acquisition unit indicates that a speech input device is selected, in regard to the basic strings to which the substitute string has not been stored in a corresponding manner in the

substitute string storage unit of the plurality of basic strings stored in the basic string storage unit, ~~displays~~ display the basic strings as input criteria, and in regard to the basic strings to which the substitute string has been stored in a corresponding manner in the substitute string storage unit of the plurality of basic strings stored in the basic string storage unit, ~~displays~~ display the substitute strings as input criteria;

determine whether or not user input through the character input device corresponds to the input criteria displayed on the display unit, and control a game on a basis of the determination result; and

determine whether or not user input through the speech input device corresponds to speech recognition data corresponding to the input criteria displayed on the display unit, and control the game on a basis of the determination result, wherein

~~the character input criteria and the speech input criteria are different and~~
~~wherein~~ the basic strings and the substitute strings are different.

7-9. (canceled).

10. (previously presented): The game device as in any one of claims 2 and 3 wherein the game device is connectable to a character input device and a speech input device.

11. (canceled).

12. (currently amended): A computer-readable information storage medium in which is stored a program for having a computer to function as a game device comprising:

storing a plurality of basic strings in a basic string storage unit;

storing a substitute string, corresponding to each of at least one of the plurality of basic strings stored in the basic strings storage unit, in substitute string storage unit;

when the substitute string corresponding to each of the at least one of the plurality of basic strings has not been stored in the substitute string storage unit, storing speech recognition data corresponding to the basic string in the speech recognition data storage unit,

and when the substitute string corresponding to each of the at least one of the plurality of basic strings has been stored in the substitute string storage unit, storing speech recognition data corresponding to the substitute string in the speech recognition data storage unit;

acquiring priority input device information by a priority input device information acquisition unit;

displaying, on a display unit, input criteria, wherein when the priority input device information acquired by the priority input device information acquisition unit indicates that a character input device is selected, the basic strings stored in the basic string storage unit is displayed as the input criteria and when the priority input device information acquired by the priority input device information acquisition unit indicates that a speech input device is selected, in regard to the basic strings to which the substitute string has not been stored in a corresponding manner in the substitute string storage unit of the plurality of basic strings stored in the basic string storage unit, displays displaying the basic strings as input criteria, and in regard to the basic strings to which the substitute string has been stored in a corresponding manner in the

substitute string storage unit of the plurality of basic strings stored in the basic string storage unit, displays ~~displaying~~ the substitute strings as input criteria;

determining whether or not user input through the character input device corresponds to the input criteria displayed on the display unit, and controlling a game on a basis of the determination result; and

determining whether or not user input through the speech input device corresponds to speech recognition data corresponding to the input criteria displayed on the display unit, and controlling the game on a basis of the determination result, wherein

~~the character input criteria and the speech input criteria are different and
wherein the basic strings and the substitute strings are different.~~

13. (canceled).

14. (previously presented): A game device comprising:

basic string storage means for storing a plurality of basic strings;

substitute string storage means for storing a substitute string corresponding to each of at least one of the plurality of basic strings stored in the basic string storage means;

speech recognition data storage means which,

when the substitute string corresponding to each of the at least one of the plurality of basic strings has not been stored in the substitute string storage means, stores speech recognition data corresponding to the basic string,

and when the substitute string corresponding to each of the at least one of the plurality of basic strings has been stored in the substitute string storage means, stores speech recognition data corresponding to the substitute string;

priority input device information acquisition means for acquiring priority input device information;

input criteria display means which,

when the priority input device information acquired by the priority input device information acquisition means indicates that a character input device is selected, displays, as input criteria, the basic strings stored in the basic string storage means,

and when the priority input device information acquired by the priority input device information acquisition means indicates that a speech input device is selected, in regard to the basic strings to which the substitute string has not been stored in a corresponding manner in the substitute string storage means of the plurality of basic strings stored in the basic string storage means, displays the basic strings as input criteria, and in regard to the basic strings to which the substitute string has been stored in a corresponding manner in the substitute string storage means of the plurality of basic strings stored in the basic string storage means, displays the substitute strings as input criteria;

determination means which,

when the priority input device information acquired by the priority input device information acquisition means indicates that the character input device is selected, determines whether or not the input thereof corresponds to the input criteria displayed by the input criteria display means,

and when the priority input device information acquired by the priority input device information acquisition means indicates that the speech input device is selected, determines whether or not the input thereof corresponds to the speech recognition data correlated with the input criteria displayed by the input criteria display means; and

control means for controlling the game on a basis of the result of determination by the determination means, wherein

the control means comprises means for controlling the probability of predetermined game events on the basis of the priority input device information acquired by the priority input device information acquisition means and

the game device is connectable to a character input device and a speech input device, wherein the basic strings and the substitute strings are different.

15-16. (canceled).

17. (previously presented) The game device of claim 2, wherein the substitute string is configured by having a string attached to a corresponding basic string.